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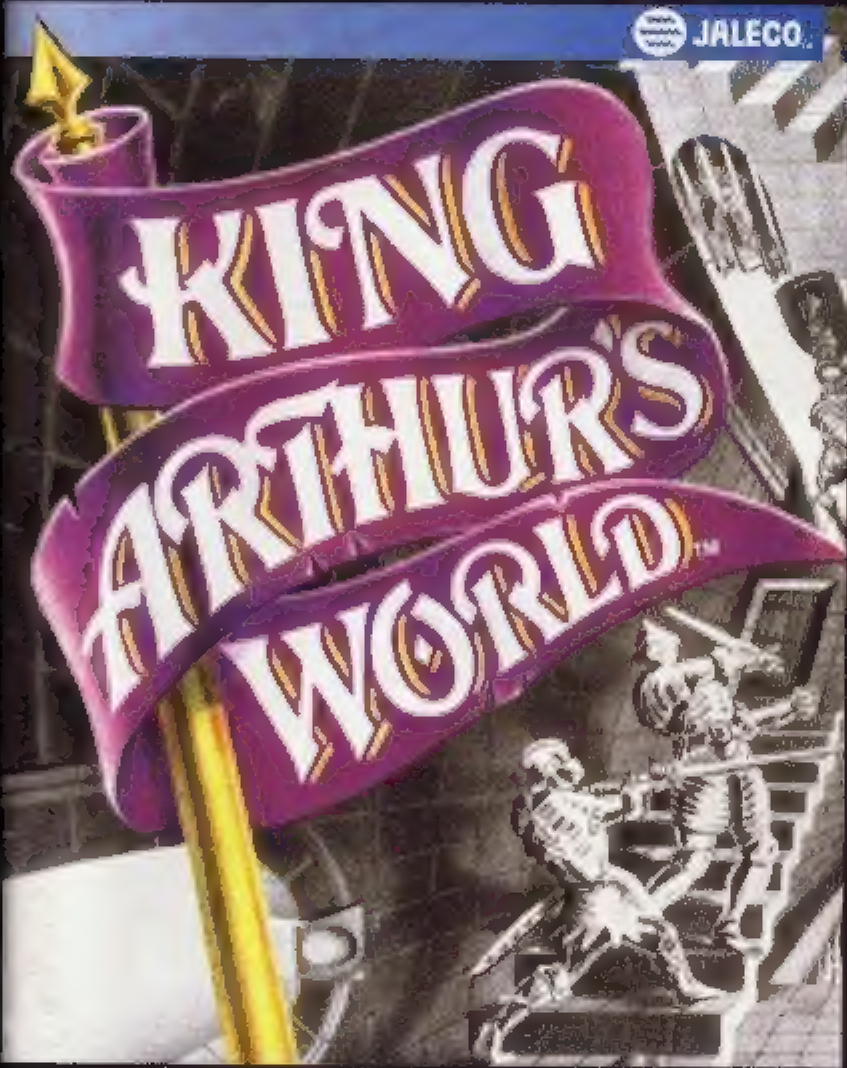
JALECO.
KING ARTHUR'S WORLD™

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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WARNING: PLEASE READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THE PRODUCT CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

INTRODUCTION

A summons went out to the four corners of the realm. King Arthur needs loyal followers to join in his new crusade! Archers and swordsmen, engineers and ordinary footsoldiers answered the call to arms. There were specialists in explosives and magicians versed in the casting of spells. King Arthur gathered these brave men together and trained them in the art of war. They knew the dangers were great — returning scouts spoke in whispers of fierce goblins and demons, horrible mutants, and worse…

But first, King Arthur turned his attention to a more immediate threat. Ruthless tyrants in three neighboring kingdoms were enslaving the peasants and seizing their lands. Determined to end this assault on his people, the King assembled an army and set forth to conquer the enemies of the realm. His opponents stood their ground, devising new and hideous traps for King Arthur's men. Spike-filled pits and cauldrons of boiling oil took their toll on the unwary. Trap doors opened suddenly beneath their feet, and terrible Dark Knights charged with swords blazing.

Arthur's troops were victorious in the end, but their triumph was short-lived. New reports from the North spoke of a monstrous ogre that was terrorizing the countryside, devouring the peasants' sheep (not to mention the occasional peasant). The King dispatched his finest warriors, who made short work of MacOgre of the Highlands. Determined to secure his lands from further invasions, King Arthur led his army deep underground into the cavernous regions of the Goblin Underworld.

In a world of perpetual night, hordes of goblins mined for gold and other metals to build their engines of war. Mutant frogs with magic powers preyed on unsuspecting intruders, while fiery lava bubbled from every crevice and strange-looking mushrooms towered overhead. Mustering their strength, King Arthur's men defeated four evil Goblin Demons and destroyed their ultimate war machine, the giant Steam Hammer. But their mission was not yet complete! The King discovered that the goblins were merely servants to a greater power…the Demon Overlord, ruler of the Cloud World. Undaunted, Arthur set off to meet his greatest challenge.

The King and his troops soon discovered a world unlike any imaginable, filled with many strange and terrible things. Each Cloud World was ruled by a dark Wizard who cast terrible spells of death and destruction, turning men into zombies and acid-spraying mutants. King Arthur led his fearless troops into battle after battle until the last Wizard was crushed. Summoning every ounce of strength, the King's army faced their final adversary: the all-powerful Demon Overlord. Weary but joyful, King Arthur and his men returned home in triumph from their noble quest. At last, peace and harmony were restored to King Arthur's World!

OBJECT OF THE GAME

Experience for yourself the fantastic realms of *King Arthur's World*, where strategy and action combine with stunning 3-D graphics and available Dolby Surround™ sound (Dolby Surround™ system required) to create a challenge of truly epic proportions. Put yourself in the role of King Arthur as he selects his troops and plans his campaigns, then leads his men in a crusade against the enemies of the crown. The heroic warrior of medieval legend lives on!

King Arthur's World takes you to three different realms and 23 levels full of increasingly complex mazes and puzzles. Your adventure starts in the Real World of knights and medieval castles. Sound a little tame? Then move on to the treacherous caverns of the Goblin Underworld and test your wits against a whole new set of challenges, like the teleporting Trog Demons. Your final stop is the ominous Cloud World — a deadly domain where giant Cannon Snails leave a trail of destruction in their wake. Defeat your enemies on each level, then find their ruler and send in King Arthur to demand his surrender. Just in case all this isn't enough, you'll find a Boss guarding the exit to each Realm...MacOgre of the Highlands, the Goblin Steam Hammer, and the terrible Demon Overlord.

There's no time limit to *King Arthur's World*...the game continues as long as King Arthur is alive. Since he only has one life (magic notwithstanding), you'd be well advised to keep him out of the fray as much as possible. He may be powerful, but he's not immortal — and he can fall into a pit of boiling lava or bubbling slime just as easy as the next guy. Only the King can collect certain important items. Keys, for instance. Special keys unlock hidden doors that may lead you closer to your goal...or just into more trouble. Gold is another restricted item. Only King Arthur is allowed to collect the piles of gold that appear along the way. They may be hard to reach, but don't pass them by — you can use the gold to buy your freedom if you're captured by the enemy.

The King's army includes seven different troop types, each of which has a unique set of skills and fighting abilities. Coordinate your troops to solve the problem at hand, whether it involves battering in a door, filling a pit, firing a volley of arrows, casting a spell, or joining the enemy in hand-to-hand combat. Nine training levels introduce the various troop types and allow you to experiment with each set of skills, alone and in combination. Passwords control the access to each new level, including the training levels. You won't be able to advance to the next challenge until you have successfully completed the current one. After all, we don't want green recruits heading into any major confrontations!

We've included several training level walk-throughs that make it even easier to get started — just to make sure you don't send your men back to the tent when you meant to build a catapult! Continue their training on your own as you gear up for the real test of your skills as commander-in-chief. Ready to meet the challenge? Then dust off your crossbow, polish your armor, and prepare to defend the realm from the forces of evil...adventure awaits in *King Arthur's World!*

GETTING STARTED

1. Place the *King Arthur's World*™ Game Pak into your Super Nintendo Entertainment System and turn on the unit.

2. After the title screen appears, you may watch a short animation sequence that describes your crusade. This is followed by a demo of the game. Press any Controller button to continue to the Options Screen. If you are using a mouse, press the Left Mouse Button.

OPTIONS SCREEN

You may select one of four options from this screen. These options are:

Start **Password** **Army** **Sounds**

Each option is described below. To select an option, position the Hand over the button next to that option and press any Controller or mouse button.

Start

Press this button to begin the game at the selected level. If you have not entered a Password to select a specific level, you will begin the game at Training Level 1.

Password

The Password Screen shows 16 buttons in a 4 x 4 square grid. Passwords consist of a specific combination of pressed and unpressed buttons. The appearance of the buttons on the screen changes when they are pressed (try it!). To press a button, position the Hand over that button and press any Controller or mouse button.

Each time you successfully complete a level, you will be given the password to the next level. To save this password, copy down the exact location of every pressed button. To return to a specific level at a later time, go to the Password Screen and enter the password by pressing the correct buttons. After entering a password, press "Done" to go to the selected level. A message on the screen will let you know if the password is "Correct" or "Incorrect." Select the "Start" option to begin. If the password is incorrect you will be placed on Training Level 1.

Army

Six different types of characters appear on the Army Screen:

Barrelmen	01
Engineers	05
Knights	05
Archers	05
Wizards	01
Dark Wizards	01

All characters are described later in this manual. During the game, most characters can appear singley or in groups. The Army Screen allows you to choose the number of men present in each group. You may have as few as one or as many as six individuals in a particular group. When you select a character to perform a task, the designated number of men will appear and will act as a group, moving and working together (for the most part!).

NOTE: Unlike the six characters listed above, Soldiers cannot appear in groups. Therefore, they are not listed on the Army Screen.

The default group size for each character is given above. To change a group size, position the Hand over the UP ARROW or DOWN ARROW buttons next to the current value and press any Controller or mouse button. Press "Exit" to leave this screen and return to the Options Screen. Note that the total number of men available in each character type varies from level to level, and may be less than the designated group size.

Sounds

The Sounds Screen allows you to turn the music ON or OFF, select Dolby Surround™ sound, and sample all of the music and sound effects heard in the game. Select "End" to exit this screen and return to the Options Screen.

Game Music On

Select this button to turn the music ON or OFF. The change will take effect when the game begins.

Dolby Off

Select this button to turn the Dolby Surround™ sound option ON or OFF.

NOTE: Your sound system must be equipped with Dolby Surround™ sound in order to take advantage of this option.

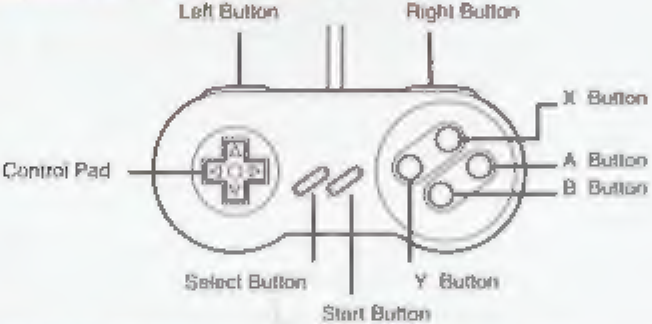
Play Tune

Use the UP ARROW and DOWN ARROW keys to select a tune. Select the button next to the arrow keys to play that tune.

Play Effect

Use the UP ARROW and DOWN ARROW keys to select a sound effect. Select the button next to the arrow keys to play that sound effect.

CONTROLLER FUNCTIONS DURING A GAME



Move Active Character

Control Pad

LEFT	Move Left
RIGHT	Move Right
UP	Climb Up next ladder or platform
DOWN	Climb Down next ladder or platform

NOTE: Characters keep moving until you stop them by pressing the Control Pad in the opposite direction.

Toggle Icon Bar Press the **X Button** to toggle the Icon Bar between **Action Icons** and **Character Icons**. Each is explained below. Note that when you display the character icons, the screen scrolls automatically to the location of the tent.

New Character Press the **X Button** to display the **Character Icons**. Press **Left** or **Right** on the Control Pad to highlight the character you wish to activate, then press the **B Button**. Once you activate a character, he begins to move immediately. To stop him from moving, press the Control Pad in the opposite direction.

NOTE: If you already have three characters or groups on the screen, you must send one of the existing characters back to the tent before you can select a new character.

Switch Characters Hold down the **Y Button** and press **Left**, **Right**, **Up**, or **Down** on the Control Pad to switch to another character on the screen.

Select Action Hold down the **A Button** and press **Left** or **Right** on the Control Pad to select another action icon for the active character. The white highlight around the selected icon changes to yellow during this process, and an arrow appears over the head of the active character. Action icons vary from character to character, depending on their skills.

Carry Out Action Press the **B Button** to have the active character carry out the selected action, such as place a barrel of dynamite (Barrelmen) or build a catapult (Engineers).

Scroll Left/Right Press the **Left Button** or the **Right Button** to scroll the screen horizontally in the corresponding direction. When you release the button, the screen returns to the position of the cursor. Press both the **Left Button** and the **Right Button** together to hold the screen steady at another location.

Pause the Game Press **START** or select the **Paws** (Pause) icon on the Icon Bar.

MOUSE CONTROLS

The Mouse Pointer is displayed as a directional arrow when it appears over the main game view, and as a "+" when it appears over the Status Bar or Icon Bar. Move the Mouse Pointer around the screen to see how it changes from location to location. Mouse controls are described below.

Move Active Character Move the Mouse Pointer until the arrow is pointing in the direction that you want the active character to move. Press the **Left Mouse Button** to move the character in that direction. To stop the character, move the pointer until the arrow is pointing in the *opposite* direction (or straight up) and press the **Left Mouse Button**.

Toggle Icon Bar Position the Mouse Pointer anywhere over the Icon Bar and press the **Right Mouse Button** to toggle the Icon Bar between **Action Icons** and **Character Icons**.

Each of these is explained below. Note that when you display the character icons, the screen scrolls automatically to the location of the tent.

New Character Position the Mouse Pointer over the Icon Bar and press the **Right Mouse Button** to display the **Character Icons**. Move the Mouse to highlight the desired icon, then press the **Left Mouse Button** to select that character and send him out of the tent.

NOTE: If you already have three characters or groups on the screen, you must send one of the existing characters back to the tent before you can select a new character.

Switch Characters Position the Mouse Pointer over the desired character on the Status Bar and press either mouse button. You may also scroll the game view until the character that you wish to select appears. Position the scroll pointer over that character and press the **Left Mouse Button** while holding down the **Right Mouse Button**. See below for more about scrolling.

Carry Out Action Position the Mouse Pointer over the Action Icon you wish to select and press the **Left Mouse Button** to perform that action. Action icons vary from character to character, depending on their skills.

Scroll the Screen Position the Mouse Pointer over the game view portion of the screen, then press and hold the **Right Mouse Button**. The standard Mouse Pointer changes to a four-directional cursor. To scroll the screen in a particular direction, move the cursor to that edge of the game view and the screen will begin to scroll automatically. Still holding down the **Right Mouse Button**, move the cursor away from the edge of the screen to stop the scrolling. If you wish, you may now press the **Left Mouse Button** to perform the selected action for the active character. This feature is especially useful for tracking arrows. Release the **Right Mouse Button** to return the game view to the position of the active character.

Pause the Game Position the Mouse Pointer over the **Paws** (Pause) icon on the right side of the Icon Bar, then press the **Left Mouse Button**. Press it again to resume play.

ON-SCREEN DISPLAYS

Active Character

A square cursor surrounds the active character. In a group, the cursor surrounds the lead man in that group. Press **Left** or **Right** on the Control Pad to move the character (or group) in the corresponding direction. Press the Control Pad in the opposite direction to stop him. When the lead character in a group is eliminated, the other characters in that group will turn around and head in the opposite direction unless you stop them.

Status Bar

The Status Bar is located at the bottom of the screen, and (not surprisingly) shows the status of all selected characters. The Status Bar has four windows, since you may have up to four characters or groups of characters present on the screen at any given time. The King appears on the right side of the Status Bar and remains there at all times...unless he is defeated, in which case the game is over.

Character Status

Each time you select a character, that character appears in one of the remaining three windows. When a character is activated, his window expands and he begins pacing along. If all of the characters in the active group are destroyed, control switches to the next closest character. By the way, you don't need to have four *different* characters active at one time, or even four characters at all. You can have a group of Knights, a Wizard, and a couple of Barrelmen, or some Archers and an Engineer or two. It all depends on what you need, and what's available...more on that later.

Strength Indicator

The red heart next to the active character indicates his strength. When a character is at full strength, the heart is full size. If the character is hit, the heart will shrink accordingly. In a group, the heart indicates the strength of the lead character.

Group Size Indicator

The number in the active window tells you how many characters remain in the active group. You may change the default size of most character groups by displaying the Army Screen and making your selections.

The group size will decrease as characters are killed in battle (or walk off a cliff, etc.).

Battle Indicator

When a character or group of characters is engaged in battle, a set of crossed swords appears in the corresponding window. The battle indicator changes to a skull and crossbones when one or more characters is defeated. These indicators appear for all characters on the screen, both active and non-active. Some non-active characters will fight to the best of their ability when confronted by the enemy. This includes Knights, Soldiers, Archers, and Engineers. Barrelmen and Wizards don't put up much of a struggle when caught off-guard...or on guard, for that matter.

Icon Bar

The Icon Bar at the very bottom of the screen switches between two types of icons when you press the **X Button**. These icons are **Action Icons** and **Character Icons**.

Action Icons

When you start the game, the Icon Bar automatically displays the **Action Icons**. The icons shown on the bar represent all possible actions for the current character. The *active* icon is surrounded by a white box. To select a different icon, hold down the **A Button** and press **Left** or **Right** on the Control Pad until the icon you wish to activate is highlighted. Different icons are available for each character, depending on their skills. Description of the icons associated with each character are provided later in the manual. However, two icons are common to all characters:

Return to Tent

This icon appears at the left side of the Icon Bar and shows a tent with an arrow pointing to it. When you choose this icon, the active character or group will immediately head toward the tent. Once this occurs, you may no longer select or control that character ...even if he runs into trouble. **NOTE:** When the King is selected, a **Surrender** icon (a white flag) appears in place of the **Return to Tent** icon.

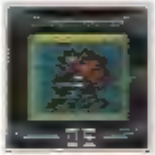
Pause

This icon shows a set of paw prints (get it? "paws"?), and is displayed at the right side of the Icon Bar for all characters. Select this icon and press any button to pause the game. The screen darkens when the game is paused. Press any button to resume play. You may also pause the game by pressing **START**.

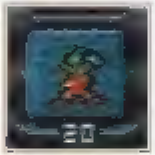
Character Icons

Character Icons for every available character also appear on the Icon Bar. If the Action Icons are displayed, press the **X Button** to display the **Character Icons**. From left to right, the character icons are:

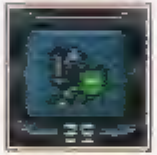
Barrelmen



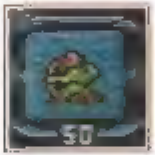
Engineers



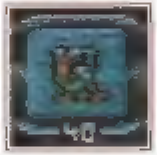
Knights



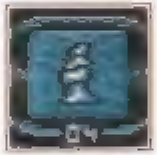
Archers



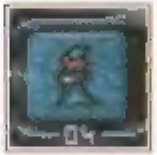
Soldiers



Wizards



Dark Wizards



The number beneath each character icon tells you how many of that character type are currently available. This number varies from level to level, and decreases as men are eliminated. Press Left or Right on the Control Pad to highlight an icon. Press the **B Button** to select that character and set him in motion.

SPECIAL ITEMS

The following special items may be collected by the King:

Keys

Magic keys appear at various locations, usually in an inconvenient or out-of-the-way spot. It's vital that King Arthur collect every key he finds, so be creative. In case you were wondering, magic keys open the doors to secret rooms — which may be the only way out of a particular level. By the way, you'll have to look pretty closely to find the hidden doors...otherwise, they wouldn't be hidden, would they?

Gold

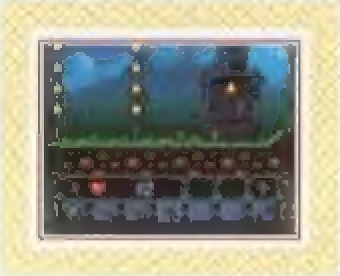
Piles of gold appear at many locations in the three realms of *King Arthur's World*. Only the King is allowed to pick up these piles of gold. Any character can pick up the gold coins which some of the larger enemies drop when they are defeated. Collect all the gold that you can — once you have collected 100 gold pieces, King Arthur can buy his freedom if he is captured by the enemy. When this happens, you are allowed to continue the game on the current level. You are placed at the last tent encampment and retain any keys that you have found.

TRAINING LEVEL WALK-THROUGHS

The following walk-throughs take you step-by-step through Training Levels 1-4. These walk-throughs will get you started quickly by allowing you to become familiar with the game controls and character actions. Detailed descriptions of both the characters and the levels follows the walk-throughs — you may want to read those sections before you begin.

Training Level 1: Archers

To begin at Level 1, select "Start" from the Options Screen without entering a password. In this level you will use your Archers to destroy enemies that are out of the reach of other troops. You will learn how to position your Archers and adjust the angle of trajectory for their arrows. After a brief introductory text screen, the game screen appears.



- Notice the spike pit in the center of the screen, over which a series of trap doors opens and shuts. If you watch carefully, you'll also see projectiles landing just to the left of the pit. Your first task is to eliminate the Slinger that is hurling the projectiles.

- Press the **X Button** to display the character icons. In this training level, the only icon available is the Archer icon. Notice the number 20 under the icon, indicating that 20 Archers are available on this level. Press **Left** or **Right** on the Control Pad to highlight the Archer, then press the **B Button** to bring the Archers out of the tent.

- Just before the lead Archer reaches the spike pit, press the **B Button** again to stop the Archers and have them fire their arrows. Press the **Left** button to scroll the game screen to the left so that you can watch as the arrows find their mark.

- Once the Slinger has been eliminated, you're ready to cross the spike pit. Wait until the trap doors begin to close, then press **Left** on the Control Pad to set the Archers in motion. If you time it just right, they should all be able to make it across safely. If not -- well, there are plenty more where those came from!

- After the last Archer has cleared the pit, press the **B Button** to stop the group. Your next task is to take out the Enemy Knight who is tipping pots of boiling oil over the edge of the tower. To eliminate the Knight, you will need to adjust the trajectory angle of the arrows. Press and hold the **A Button**, then press **Left** on the Control Pad to highlight the *leftmost* Arrow icon (the one with the lowest angle of trajectory).

- Press the **B Button** to fire. Once the Enemy Knight is eliminated, press **Left** on the Control Pad to set the Archers in motion once again. Press the **B Button** to stop the Archers when the first two have cleared the castle tower. There are more Slingers ahead, so stay out of range. Press the **Left Button** to scroll the screen to the left.

- Next, you need to eliminate the Slingers on the highest level of the tower. Hold down the **A Button**, then press **Right** on the Control Pad to highlight the rightmost Arrow icon. Press the **B Button** to fire. Now select the middle Arrow icon and move the Archers ahead slightly, then press the **B Button** again to target the Enemy Knight.

- In order to destroy the last pair of Slingers, you'll need to move within striking distance of their projectiles -- sometimes it can't be helped! Position the lead Archer mid-way between the two bell towers, then press the **B Button** to begin firing. Fire as quickly as you can -- you're bound to lose a few men in the process.

- You may now safely bring in King Arthur! Press and hold the **Y Button**, then press **Right** on the Control Pad to select the King. Press **Left** on the Control Pad to move the King to the left. When you reach the spike pit, press **Right** on the Control Pad to stop. Wait until it is safe to cross, then walk to the last tower and collect the pot of gold!

Training Level 2: Barrelmen

After successfully completing Level 1, you are given the password to Level 2 -- copy it down! To go immediately to this level, select "Done" and then "Start." To begin this level at a later time, you will need to enter the correct password. In Level 2, you will use Barrelmen to destroy doors and machinery so that the King may pass.

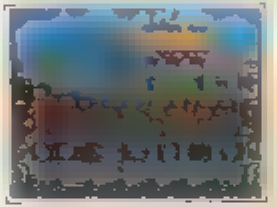
- As the scene opens, King Arthur is under attack from the Slingers in the nearby castle. Use the Control Pad to move the King just to the left of the tent, where he'll be out of danger. Don't get too close to the castle -- you don't want to be around when the explosives go off!

- You now need to call out a Barrelman to blow up the door to the castle. Press the **X Button** to display the character icons. As before, only one character is available -- but this time it's a Barrelman. Press **Left** or **Right** on the Control Pad to highlight the icon. Wait until the Slingers are firing in the opposite direction, then press the **B Button** to bring the Barrelman out of the tent. (**NOTE:** Unless you have changed the default setting on the Army Screen, only one Barrelman will appear.)

- When the Barrelman approaches the door, press the **B Button** to place the barrel. The Barrelman returns automatically to the tent, and after a few seconds the door should go up in flames. Your next task is to destroy the Pulverizer, visible on the screen to the right of the ladder. Select another Barrelman and have him place his barrel directly under the Pulverizer to destroy the machinery.
- Move King Arthur forward and up the ladder to eliminate the Slingers. Next, call out another Barrelman to eliminate the wooden door on the far side of the castle. Once the door is gone, move the King to the left until he reaches the place where the ground slopes down. Stop the King so that he is out of range of the enemy projectiles.
- Bring in a final Barrelman to blow up the door of the last castle. You may need to attempt this more than once, as Barrelmen can be eliminated by a single well-placed enemy shot. Once the door is destroyed, send King Arthur in to collect the gold. He should be able to take one or two enemy shots without serious damage. Watch out for the pot of boiling oil!

Training Level 3: Knights and Soldiers

You are allowed to begin Level 3 when you have successfully completed Level 2. If you wish to start this level at a later time you will need to enter the correct password. On Level 3, you will see how Knights and Soldiers respond in the heat of battle. There are no puzzles — just plenty of fighting! Keep your troops coming until the enemy is defeated. Oh, and don't worry about that white stuff — it's just snow.



- Enemy Knights appear immediately on Level 3, so you will need to act quickly before they approach the King. Press the **X Button** to display the character icons, then press **Left** or **Right** on the Control Pad to select the Knight icon (the third icon from the left). Press the **B Button** to bring the group of Knights out of the tent.
- When the Knights approach the Enemy Knights, they will begin to fight automatically. Your men are basically on their own at this point — just make sure they don't go wandering off in the wrong direction! You may now wish to place a Soldier at a strategic location — for instance to the left of the tent, or at the corner of the house.
- Press the **X Button** to display the character icons, then select the Soldier icon (the third icon from the right) and press the **B Button**. When the Soldier reaches his location, press the **B Button** to have him brandish his shield at the oncoming Enemy Knights. Soldiers are not very strong fighters, but they can hold off a troop of Enemy Knights for a surprisingly long period of time.
- You should now bring out another group of Knights as reinforcements for the first group, which by this time should be pretty well decimated. Press the **X Button**, then repeat the process described above. Continue monitoring their progress, bringing out new groups as the old groups are depleted. With a little luck, you'll eliminate the enemy before they do the same to you!

Training Level 4: Engineers

You may begin Level 4 immediately upon completing Level 3, or return to it later by entering the correct password. The fourth training level is designed to show you the usefulness and versatility of Engineers. You will have the Engineers fill a spike pit, construct a catapult to destroy a Slinger and burn down a door, build a platform to scale a cliff and use a battering ram to break in a second door. These guys do it all!

- When the screen appears, notice the spike pit located just to the left of the tent. Your first task is to have the Engineers fill this pit. Press the **X Button** to display the character icons, then use the Control Pad to select the Engineers icon and press the **B Button** to bring the Engineers out of the tent. Immediately press **Right** on the Control Pad to stop the Engineers before they fall into the pit.

- Press and hold the **A Button**, then use the Control Pad to highlight the Fill Pits icon (the third icon from the right). The number below each icon indicates the number of Engineers required for that task. Press **Left** on the Control Pad to move the Engineers to the spike pit. As the lead Engineer approaches the edge of the pit, press the **B Button**. The first six Engineers each will drop a single barrel to fill the pit. Stop the remaining Engineers, then turn them around and move them up to the side of the King. Your next task is to have them build a catapult and use it to bombard the Norman at the top of the castle. Press and hold the **A Button**, then use the Control Pad to select the Catapult icon (second from the left). Now move the Engineers to the left. As the first Engineer approaches the filled pit, press the **B Button** to build a catapult.

- The Engineer in charge of the catapult will begin firing immediately and the screen will scroll to show you the shots. You should be able to hit the Norman in a few shots. Press **Up** or **Down** on the Control Pad to adjust the trajectory of the shot. (**MOUSE**: Hold up or down, place the cursor above or below the catapult and press the left mouse button.) If you aim the shot correctly, you should also be able to destroy the wooden door of the castle. Once this is done, you will want to remove the catapult by sending the Engineer back to the tent. Catapults continue firing unless you remove the Engineer controlling them, even if that character is not selected.

- Press and hold the **A Button**, then use the Control Pad to select the Go To Tent icon (the leftmost icon). Press the **B Button** to send the Engineer back to the tent. You will now need to build a platform to scale the small cliff at the left side of the screen. Call out another group of Engineers and make sure the Build Platform icon is highlighted (the second icon from the right).

- As the lead Engineer approaches the cliff, press the **B Button** to build a platform. Now press and hold the **X Button**, then use the Control Pad to select the King. Move the King to the left, pressing **Up** on the Control Pad when he reaches the platform to have him climb up. King Arthur should be able to defeat the Enemy Knight in a few strokes. Only a single door now stands between you and the gold!

- As your final task, you will have the Engineers build a battering ram and break in the door. It takes two Engineers to build a battering ram. If a group of two or more Engineers is already available on the screen, you may use them. Otherwise, call out a new group. The Engineers may climb the platform just as King Arthur did. Once on top, have the Engineers stop so that you can select the battering ram.

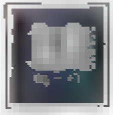
- Press and hold the **A Button**, then use the Control Pad to select the Battering Ram icon (fourth from the left). Move the Engineers to the left. As the lead Engineer approaches the door, press the **B Button**. The group of Engineers will construct a battering ram, pound in the door and return to the tent. King Arthur may now collect his gold!

CHARACTERS

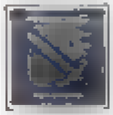
This section describes the characters you will be using, including the action icons associated with each character. The two common icons, **Return to Tent** and **Pause**, are described in an earlier section. Note that the icon bar does not "remember" which action icon is selected for each character. Rather, the highlighting on the action icons retains its relative position from character to character. This means that when you switch to a different character, you may need to reselect the desired icon.

King Arthur

King Arthur is the key character and is always available during the game. It's usually wise to keep him out of the action — there's only one of him, remember, and the game ends if he is defeated. The King is the only character that can pick up [illegible] keys of secret doors. When you locate the Enemy King, King Arthur must approach him to secure his ultimate surrender. The icons associated with King Arthur are:



Surrender (White Flag) Allows you to end the game and return to the Options Screen. Select this icon and press the **B Button** twice to surrender.

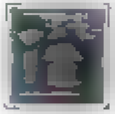


Fight (Sword) Allows the King to fight. If this icon is selected, the King will fight automatically when confronted by an enemy. You'll probably want to have this icon selected most of the time. After all, you never know when a pesky Trog Demon or Zombie is going to show up.

Open Secret Door (Key) Allows the King to open secret doors that transport him to other locations. These icons only appear after King Arthur picks up a key. The King may possess up to four keys at a time. Select a Key icon, then position the King in front of a secret door and press the **B Button** to open that door. Just to make things tough, certain keys are needed to open certain doors. So how do you know a secret door when you see one? If we told you that, it wouldn't be a secret, would it?

Barrelmen

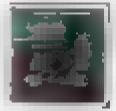
Barrelmen are a special type of soldier that carry a barrel of gunpowder on their backs. Place these barrelmen in strategic locations to blow away doors and other obstructions. They can also blow up ladders and bridges, tools and any other wooden structure in the area. The explosion will [illegible] anyone in the immediate vicinity, so keep all other troops well clear of the detonation site. Barrelmen have [illegible] of gunpowder, but they [illegible]. Be sure you have [illegible] the area before you send them [illegible]. The default group size for Barrelmen is one. You may change this option on the Army Screen if you wish. The action icon associated with Barrelmen is:



Place Gunpowder (Barrel) Allows a Barrelman to place a barrel of gunpowder. Select this icon, then press the **B Button** to have the Barrelman place a barrel of gunpowder at his current location. Once he places the barrel, the Barrelman returns to the unit.

Engineers

Engineers work in groups to build structures and other devices that help the King's troops advance. The number displayed below each Engineer icon on the screen represents the number of Engineers needed to perform the particular task [illegible]. Once they have completed their task, the Engineers [illegible] to the unit automatically. They will [illegible] confronted by the enemy but are not very strong in battle. Better to secure the area first or provide them with adequate support troops. The default group size for Engineers is [illegible]. You may change this number on the Army Screen if you wish. Note that if you have less than four in a group, you will not be able to perform all tasks. The action icons associated with Engineers are:



Build Catapult (Catapult) Requires 3 Engineers. A catapult is a wooden device that lobs flaming fireballs into the air. This device is useful for destroying enemies from a distance. Select this icon, then position the lead Engineer on a flat stretch of land and out of range of enemy units and press the **B Button**. Make sure that all of the Engineers are walking *toward* the enemy when you build the catapult. Otherwise, it may end up facing the wrong direction with disastrous results.

Once a catapult is built, one Engineer begins to fire immediately, and the others who helped build the catapult return to the tent. If the group contains more than three Engineers, the remaining men will continue walking forward [illegible] before they [illegible]. The Engineer [illegible] catapult has an unlimited supply of fireballs [illegible]. To aim the catapult, press **Up** or **Down** on the Control Pad.

When the Engineer controlling the catapult is selected, the screen will scroll automatically to follow the path of the fireballs. If you select another group, the Engineer will continue to fire, [illegible] catapult, send the Engineer back to the tent by selecting the Go to Tent icon.

Build Tent (Tent) Requires 4 Engineers. If you have conquered a significant stretch of enemy territory, you will probably want to build a tent closer to the scene of the action so that your troops do not have to travel so far. Flagpoles topped by waving green flags indicate the sites where you may build a new tent. Once the new tent is constructed, the old tent is destroyed automatically. Select this icon, then position the lead Engineer directly in front of the flagpole and press the **B Button** to build a tent.

Battering Ram (Battering Ram) Requires 2 Engineers. Use battering rams to break in the doors of an enemy stronghold. Select this icon, then position the lead Engineer directly in front of the door you wish to break in and press the **B Button**. Although only two Engineers are needed, the entire group will pitch in to help and then return to the tent.

Fill Pit (Arrow pointing to pit) Requires 1 or more Engineers. One of the Engineers' tasks is to fill pits (or moats or other uncrossable areas) using barrels. Once the pit has been filled, your characters may walk across. Select this icon, then press the **B Button** as the lead Engineer approaches the edge of the pit. Each Engineer in turn will drop a single barrel and then [illegible] the tent. Once the pit is filled, any remaining Engineers will cross over and continue walking. You may need to call out a second group of Engineers to finish the job (depending on the size of the pit).

Build Platform (Platform) Requires 1 Engineer. When your troops encounter a steep cliff, you will need to call out the Engineers to build a platform which they can use to climb over the top. Platforms can also be used as a means of crossing pits or other traps, and for reaching otherwise inaccessible areas. [illegible] made of wood, they are vulnerable to fire. Select this icon, then press the **B Button** to build a platform at the location of the lead Engineer. You may only build on level ground.

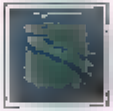
Knights

Knights are the King's most powerful warriors. They are very strong and [illegible] combat. The default group size for Knights is five. You may change this number on the Army Screen if you wish. The action icon associated with Knights is:

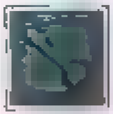
Fight (Sword) Allows the Knights to fight. This icon appears five times on the Icon Bar. Choose any sword icon you wish; all five icons act in the same way.

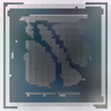
Archers

Archers are useful when you want to strike the enemy from a distance. They fire their arrows with deadly accuracy, so keep your other groups out of the way! The default group size for Archers is five. You may change this number on the Army Screen if you wish. The action icons associated with Archers are three arrows at various angles of trajectory.



The three arrow icons represent the three possible firing angles: Low, Medium, and High. The lower the angle, the shorter distance the arrows will fly. Select an icon, then position the lead Archer at the desired location and press the **B Button** to shoot.

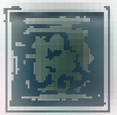




Your Archers have an unlimited supply of arrows. Press the **B Button** to continue to fire. Each archer will fire in the direction he is facing, so make sure that all of the Archers in the group are facing toward the enemy when you press the **B Button**. Archers will fight if confronted by the enemy, but they are not very strong in battle.

Soldiers

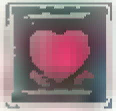
Soldiers are a defensive troop type. They are not as strong as Knights in battle, but are most effective at using their shields to block an enemy attack. Soldiers always appear singly, not in groups. The action icon associated with Soldiers is:



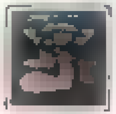
Use Shield (Soldier with Shield) Select this icon, then press the **B Button** to have the Soldier stand his ground and position his shield to block an enemy attack. When positioned in this manner, one Soldier can block several enemies for a period of time. The shield will also deflect fireballs and other enemy projectiles.

Wizard

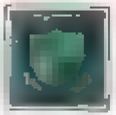
The **White Wizard**, also known as the Wizard of Positive Magic, casts spells of strength and healing. The number under each spell icon indicates how many times you can use that particular spell. After casting a spell, the Wizard mysteriously transports himself back to the tent. Use Wizards sparingly, as you generally have only one or two available. Also be sure to provide them with adequate protection — they can't defend themselves. The default group size for Wizards is one. You may change this option on the Army Screen if you wish, although we don't recommend it. The spell icons associated with White Wizards are:



Heal (Heart) Select this icon, then press the **B Button** to restore the strength of all of your troops that are visible on the screen.



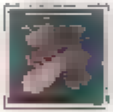
Strength (Arm Lifting Weight) Select this icon, then press the **B Button** to make all of your troops that are visible on the screen stronger for a limited period of time. While they have this extra strength, the affected troops will flash.



Shield (Shield) Select this icon, then press the **B Button** to make all of your troops that are visible on the screen immune to enemy attack for a limited period of time. While immune, the affected troops will flash.

Dark Wizard

The **Dark Wizard**, also known as the Wizard of Negative Magic, casts destructive spells. The number under each spell icon indicates how many times you can use that particular spell. After casting a spell, the Dark Wizard transports himself back to the tent automatically. As with White Wizards, you should use Dark Wizards sparingly — their only means of defense are their spells. The default group size for Dark Wizards is one. You may change this option on the Army Screen if you wish, although we don't recommend it. The spell icons associated with Dark Wizards are:



Meteor (Meteor) Select this icon, then press the **B Button** to cause flaming fireballs to descend from the sky for a period of time. Do not use this spell if your King or any of your men are visible on the screen, the fireballs will destroy anyone they hit.

Stun (Soldier's Head) Select this icon, then press the **B Button** to cause all of the enemies visible on the screen to freeze for a limited period of time.

Fireball (Fireball) Select this icon, then press the **B Button** to shoot a single fireball in the direction the Dark Wizard is facing. The Fireball is very powerful and will pass through a number of enemies and/or obstacles before stopping.

Storm (Storm Cloud) Select this icon, then press the **B Button** to cause bolts of lightning to descend from the sky for a period of time. Do not use this spell if your King or any of your men are visible on the screen. As with the Meteor spell, the lightning will destroy your men as well as the enemy troops.

Apocalypse (Skull and Crossbones) Select this icon, then press the **B Button** to destroy all enemies currently visible on the screen. What a concept!

THE LEVELS

King Arthur's World includes a series of nine training levels followed by three very different realms. These realms are:

Real World	**3 Levels**
Goblin Underworld	**4 Levels**
Cloud World	**7 Levels**

The training levels and each realm are described below.

Training Levels

Your training takes place in the Real World Realm, a place of castles, [illegible] towers, and underground storerooms. As in the Real World levels, your enemies are Knights, Death Knights, and Slingers. The early training levels allow you to experiment with one or two troop types. Later levels combine multiple troops to demonstrate how they may best be used together. To complete a training level, your troops must fight their way [illegible] and create a path so that the King can [illegible] point [illegible] there. If you fail to complete a training level successfully (i.e., if the King is killed), you are placed at the beginning of that level again automatically. Once you complete [illegible] you are allowed [illegible] to the next level. The troop types available on the various training levels are:

Training Level 1	Archers
Training Level 2	Barrelmen
Training Level 3	Knights and Soldiers
Training Level 4	Engineers
Training Level 5	Wizards and Dark Wizards
Training Level 6	Archers and Barrelmen
Training Level 7	Archers, Barrelmen, Knights, and Soldiers
Training Level 8	Archers, Barrelmen, Knights, Soldiers and Engineers. This level also demonstrates the use of secret doors.

Training Level 9
All troop types (Archers, Barrelmen, Knights, Soldiers, Engineers, Wizards, and Dark Wizards

Real World Realm

The Real World Realm consists of three levels. Each level contains a large castle, which must be captured so that King Arthur may reach the enemy king, who then surrenders automatically. Your enemies in this realm are:

Knights	Comparable to your Knights in size and strength. Enemy Knights are strong in combat.
Slingers	Otherwise unarmed enemies who sling stones in your direction. Some troop types can withstand several hits; others are destroyed by a single blow. Slingers are weak in hand-to-hand combat.
Death Knights	Large enemy Knights who fire deadly blasts from their magic swords — you'll know 'em when you see 'em! Death Knights are very strong in combat. Once destroyed, they drop gold coins, which any character may pick up.

The Real World landscape is set against a backdrop of sheer mountain cliffs and dense forests. Enemy Knights and Slingers spill out of every castle, tower, and house along the way. Use all of the troop types at your disposal to solve a variety of puzzles, including spike pits, huge boulders, pots of boiling oil, and the ever-popular Pulverizers. King Arthur should collect all the gold he can find, and pick up keys to open secret doors. After completing the third level, you are confronted by none other than MacOgre of the Highlands — a monstrous creature with a nasty habit of eating the peasants' sheep…and anything else he can get his hands on.

Goblin Underworld Realm

The Goblin Underworld Realm consists of four levels. Locate the Goblin Demon on each level, then bring in King Arthur to demand his surrender. Your enemies in this realm are:

Goblin Footsoldiers	Goblin soldiers armed with maces. Footsoldiers are strong in combat.
Goblin Flamethrowers	Goblin soldiers armed with deadly flamethrowers that shoot blasts of fire, incinerating anything they hit. Flamethrowers are very strong in combat.
Teleporting Trog Demons	Large mutant frogs that gobble up your troops with a flick of their long tongues. Keep a close watch on the King…these slimy creatures have the ability to transport themselves from one location to another. Trog Demons are weak in combat — if you can get that close.

The Goblin Realm is a strange, cavernous world filled with giant mushrooms and evil-looking machinery that drips with a hideous green slime. Come to think of it, just about everything drips with slime…but don't worry, you'll get used to it. Bubbling lava pits, speeding mine carts, and sudden drops into nothingness should keep your troops on their toes. By the way, if you plan to leave the King for any length of time, I suggest that you place him out of danger. Those teleporting Trog Demons can smell a meal from miles away. As in the Real World, King Arthur should collect both gold and special keys to open

secret doors... we have a feeling you're going to need them sooner or later. After completing Level 4, you must destroy the goblins' secret war machine, the massive fire-spewing Steam Hammer.

Cloud World Realm

The Cloud World consists of seven levels. Each level is ruled by an evil Wizard whom King Arthur must find and capture. Your enemies in this realm are:

Mutants	Acid-spraying creatures with hammer-shaped heads. Mutants are strong in combat.
Zombies	Slow-moving but deadly... you must destroy them with one blow. When a Zombie destroys one of your men, that man turns into a Zombie as well. Zombies are very strong in combat.
Cannon Snails	Immense mutated snails that fire explosive cannonballs from their shells and try to squash your troops by crawling over them. Cannon Snails are very strong in combat.

The final realm in *King Arthur's World* is an eerie place of ominous clouds and strange-looking flowers, electrified forcefields and pools of poisonous slime. If you look closely, you may even spot a few unfortunate visitors... just hanging around. Evil eyes keep a close watch on your movements as teleporters and snake-like transport pipes take you from one cloud platform to the next — you never know what you'll find waiting at the other end. There are more secret doors than ever before, so collect all the keys you can... and get ready for some surprises! Your final challenge is the terrible Demon Overlord, ruler of the Seven Cloud Kingdoms. Defeat this master of destruction to achieve total victory!

HINTS

- When you bring a new character out of the tent, you *may* want to stop him before he does something stupid... like fall into a pit filled with poisonous slime or sharp spikes. And you thought you had a bad day.
- When a new level screen first appears, you don't need to wait for the tent to go up to select a character. On most levels, it's to your advantage to get going as soon as possible.
- You must build a catapult or a platform on flat ground — you will not be able to build on sloping ground. When you leave the King unattended in the Goblin Underworld, place him on top of a platform to keep him away from the Trog Demons... it works!
- To start the game over immediately at the same level, first select the **Surrender** icon to return to the Options Screen. Go to the Password Screen and select "Done" (the password for the current level should still be displayed), then select "Start" from the Options Screen. Once you turn off your Super NES, you will need to enter the correct password to start the game at a particular level.
- The ordinary Soldiers are more useful than you may think... they can use their shields to deflect enemy fire as well as block the path. Try it in the Goblin Underworld!
- When a secret door is present, you should be able to see the faint outline of a door in one of the walls — or what passes for a wall. Doors appear in various shapes and sizes. Some doors are color-coded to indicate which color key to use. If you see a location that you can't get to by any other means, chances are good that there's a secret door nearby that leads to that location.
- When you build a new tent, use the following shortcut to move your troops to the new location. Instead of moving each group forward from the previous position, simply select each one in turn and choose the Go to Tent icon. Unfortunately, this doesn't work for the King... he has to walk!
- Look out for hidden traps when King Arthur approaches an Enemy King. His army is defeated, but he still may have a few tricks up his sleeve.
- Ride on pulleys to get to some hard-to-reach keys in the Goblin Underworld. If the goblins can do it, so can you!

GAME TIPS — THE JALECO *MAJOR PLAYER'S HOTLINE*

If there's something you don't understand about your new Jaleco game, or if you're having problems with your Game Pak, or if you're just plain stuck, you're welcome to call the Jaleco *Major Player's Hotline* between the hours of 8:30AM and 5:00PM Central time Monday through Friday (except holidays). One of our friendly game counselors will be happy to give you tips or help you out with any problems you're having. Here's the number to call:

708-480-7733

Note: Normal telephone charges apply when you call the hotline number. It is not a toll-free call.
Kids: Get your parent's or guardian's permission to call before dialing the Jaleco *Major Player's Hotline*!

TAKING CARE OF YOUR JALECO GAME

- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your Super NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the Control Deck.

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